Cargo

Cargo cult programming is a style of computer programming characterized by the ritual inclusion of code or program structures that serve no real purpose.

- Package Manager: Cargo is used to search for, install, and manage packages that the developer wants to use.
- Build System
- Test Runner
- Docs Generator

Rust Documentation for Cargo: [Documentation Link](#)

Recap about Cargo:

- We can create a project using *cargo new*.
- We can build a project using *cargo build*.
- We can build and run a project in one step using *cargo run*.
- We can build a project without producing a binary to check for errors using *cargo check*.
- Instead of saving the result of the build in the same directory as our code, Cargo stores it in the *target/debug* directory.

An additional advantage of using Cargo is that the commands are the same no matter which operating system you're working on. So, at this point, we'll no longer provide specific instructions for Linux and macOS versus Windows.

Summary

- Install the latest stable version of Rust using *rustup*
- Update to a newer Rust version
- Open locally installed documentation
- Write and run a "Hello, world!" program using *rustc* directly
- Create and run a new project using the conventions of Cargo